MAJOR: Computer Science[1]

Program Learning Outcomes (PLOs):

1. Apply a systems-level perspective to describe the structure of and relationships between computer hardware, software and networks.
2. Utilize increasing levels of abstraction, problem solving, and project management skills in the design and analysis of processes, systems, or applications to meet desired specifications.
3. Communicate effectively and work collaboratively in applying their knowledge to address organizational needs through information systems.
4. Understand the importance of ethical/professional responsibility and maintaining lifelong currency in the field.
5. Apply mathematical and logical foundations, and algorithmic principles, to the solution of problems in computing.

First Year Courses

Fall Semester	Spring Semester
CPS 150 (PLO 1) MTH 119	MTH 121 or higher

Second Year Courses

Fall Semester	Spring Semester
CPS 201 (PLO 2, 5) CPS 220 (PLO 5) Major Elective	CPS 202 (PLO 2, 3, 4, 5) CPS 301 (POL 1, 2) PHI 216 or 218 Major Elective

Third Year Courses

Fall Semester	Spring Semester
CPS 311 (PLO 1, 2, 5) or 325 (PLO 1, 4) WRI 351 or 354 or 356	CPS 301 (PLO 1, 2) or 312 (PLO 2, 4) Major Elective

[1] This 4 year plan/curriculum map is for informational purposes and reflects the 2020-2021 Undergraduate Catalog. All Heidelberg students are strongly encouraged to work with their academic advisors to develop an individualized 4 year plan.

Fourth Year Courses

Fall Semester	Spring Semester
CPS 311 (PLO 1, 2, 5) or 325 (PLO 1, 4)	CPS 312 (PLO 2, 4) or CPS 345 (PLO 1, 3) CPS 490 (PLO 3, 4) Major Elective